



# Gambling Act 2005

## 2005 CHAPTER 19

### PART 10

#### GAMING MACHINES

##### *Definitions*

#### **236 Gaming machines: Categories A to D**

- (1) The Secretary of State shall make regulations defining four classes of gaming machine for the purposes of this Act (to be known as Categories A, B, C, and D).
- (2) Regulations under subsection (1) shall—
  - (a) divide Category B into sub-categories, and
  - (b) make provision for determining to which sub-category (or sub-categories) of Category B a reference in this Act to Category B shall be treated as referring.
- (3) Regulations under subsection (1) shall operate by reference to the nature of the facilities for gambling provided by the machine.
- (4) Regulations under subsection (1) may, in particular, make provision by reference to—
  - (a) amounts paid in respect of the use of a machine;
  - (b) the value of prizes;
  - (c) the nature of prizes;
  - (d) the nature of the gambling for which the machine can be used;
  - (e) the premises where a machine is used.
- (5) Regulations under subsection (1) may identify matters (whether or not addressed by other provisions of the regulations) as to which a condition may not be attached to an operating licence or to a premises licence.
- (6) In accordance with regulations under subsection (1) a machine may change category as a result of a change of the mechanism, or the loading or removal of software, which alters the nature of the facilities for gambling provided by the machine.